


```
DDDDDDDD  BBBB BBBB  GGGGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTTTTTTTTT  EEEEEEEEE  .....
DDDDDDDD  BBBB BBBB  GGGGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTTTTTTTTT  EEEEEEEEE  .....
DD  DD  BB  BB  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NNNN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NNNN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BBBB BBBB  GG  NN  NN  EEEEEEE  XX  XX  CC  TT  EEEEEEE
DD  DD  BBBB BBBB  GG  NN  NN  EEEEEEE  XX  XX  CC  TT  EEEEEEE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DDDDDDDD  BBBB BBBB  GGGGGG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DDDDDDDD  BBBB BBBB  GGGGGG  GG  NN  NN  EE  XX  XX  CC  TT  EE
.....

LL  IIIIII  SSSSSSSS
LL  IIIIII  SSSSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SSSSSS
LL  II  SSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LLLLLLLLLL  IIIIII  SSSSSSSS
LLLLLLLLLL  IIIIII  SSSSSSSS
```



```
1 0001 0 MODULE DBGNEXCTE (IDENT = 'V04-000') =
2 0002 0
3 0003 1 BEGIN
4 0004 1
5 0005 1
6 0006 1 *****
7 0007 1 *
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25 0025 1 *
26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1 FACILITY:      DEBUG
31 0031 1
32 0032 1 ABSTRACT:
33 0033 1
34 0034 1     Contained in this module is the routine DBG$NEXECUTE_CMD which uses the
35 0035 1     literal value of the verb node of the command execution tree to decide
36 0036 1     which command execution network to invoke. In addition to this routine
37 0037 1     which is the highest level command execution network, this module contains
38 0038 1     several routines which are used by more than one command execution network
39 0039 1     during command execution.
40 0040 1
41 0041 1 ENVIRONMENT:  VAX/VMS
42 0042 1
43 0043 1 AUTHOR:      David Plummer, CREATION DATE:  4/15/80
44 0044 1
45 0045 1 VERSION:     V02.2-001
46 0046 1
47 0047 1 MODIFIED BY:
48 0048 1     Richard Title  Sep, 1981  Added support for the TYPE verb.
49 0049 1     RT             Oct, 1981  Added support for the SEARCH verb
50 0050 1     RT             Jan, 1982  Added support for the IF verb
51 0051 1     RT             Jan, 1982  Added support for the WHILE verb
52 0052 1     RT             Jan, 1982  Added support for the REPEAT verb
53 0053 1     RT             Jan, 1982  Added parameters to DBG$NCIS_ADD
54 0054 1     RT             Feb, 1982  Added support for EXITLOOP verb
55 0055 1     RT             Mar, 1982  Added support for DEFINE command
56 0056 1     RT             Apr, 1982  Added support for DECLARE command
57 0057 1     RT             Apr, 1982  Added support for SPAWN command
```


58	0058	1	RT	May, 1982	Added support for ALLOCATE command
59	0059	1	VJH	Jul, 1982	Added support for SYMBOLIZE command
60	0060	1	RT	Aug, 1982	Changed DBG\$NGET_ADDRESS to check
61	0061	1			for implementation level 3
62	0062	1	RT	Sep, 1982	Added support for UNDEFINE command
63	0063	1	PS	Oct, 1982	Added support for CALL command
64	0064	1	RT	Dec, 1982	Added support for ATTACH command
65	0065	1	RT	Feb, 1983	Added support for DUMP command
66	0066	1			
67	0067	1			
68	0068	1			
69	0202	1			
70	0203	1			
71	0204	1			
72	0205	1			
73	0206	1			
74	0207	1			
75	0208	1			
76	0209	1			
77	0210	1			

REQUIRE 'SRC\$:DBGPROLOG.REQ';
 LIBRARY 'LIB\$:DBGGEN.L32';
 FORWARD ROUTINE
 DBG\$NEXECUTE_CMD,
 DBG\$NCIS_ADD,
 DBG\$NCIS_OPENICF,
 DBG\$NCIS_REMOVE,
 DBG\$NGET_ADDRESS;

! Highest level execution network
 ! Adds a node to the CIS
 ! Opens an icf node in the CIS
 ! Removes a node from the CIS
 ! Obtains an Lvalue or Rvalue

79	0211	1	EXTERNAL ROUTINE	
80	0212	1	DBG\$DEF_PR_EXIT,	Procedure exit for a procedures
81	0213	1	DBG\$DEF_SYM_ADD,	Add defined symbol
82	0214	1	DBG\$DEF_SYM_FIND,	Look up defined symbol
83	0215	1	DBG\$DEPOSIT: NOVALUE,	Level 3 EXECUTE_DEPOSIT routine
84	0216	1	DBG\$EVALUATE: NOVALUE,	Level 3 EXECUTE_EVALUATE routine
85	0217	1	DBG\$EXAMINE: NOVALUE,	Level 3 EXECUTE_EXAMINE routine
86	0218	1	DBG\$GET_MEMORY,	Allocate permanent memory
87	0219	1	DBG\$GET_TEMPMEM,	Allocate temporary memory
88	0220	1	DBG\$MAKE_VMS_DESC,	Convert Primary Descriptor to
89	0221	1		VMS Descriptor
90	0222	1	DBG\$NCOPY_DESC,	Copy a descriptor
91	0223	1	DBG\$NEXECUTE_ALLOCATE,	ALLOCATE command execution network
92	0224	1	DBG\$NEXECUTE_AT_SIGN,	a filespec execution network
93	0225	1	DBG\$NEXECUTE_ATTACH,	ATTACH command execution network
94	0226	1	DBG\$NEXECUTE_CALL,	CALL command execution network
95	0227	1	DBG\$NEXECUTE_CANCEL,	CANCEL command execution network
96	0228	1	DBG\$NEXECUTE_DECLARE,	DECLARE command execution network
97	0229	1	DBG\$NEXECUTE_DEFINE,	DEFINE command execution network
98	0230	1	DBG\$NEXECUTE_DELETE,	DELETE command execution network
99	0231	1	DBG\$NEXECUTE_DUMP,	DUMP command execution network
100	0232	1	DBG\$NEXECUTE_EDIT,	EDIT command execution network
101	0233	1	DBG\$NEXECUTE_EXIT,	EXIT command execution network
102	0234	1	DBG\$NEXECUTE_EXITLOOP,	EXITLOOP command execution network
103	0235	1	DBG\$NEXECUTE_FOR,	FOR command execution network
104	0236	1	DBG\$NEXECUTE_GO,	GO command execution network
105	0237	1	DBG\$NEXECUTE_HELP,	HELP command execution network
106	0238	1	DBG\$NEXECUTE_IF,	IF command execution network
107	0239	1	DBG\$NEXECUTE_REPEAT,	REPEAT command execution network
108	0240	1	DBG\$NEXECUTE_SEARCH,	SEARCH command execution network
109	0241	1	DBG\$NEXECUTE_SET,	SET verb execution network
110	0242	1	DBG\$NEXECUTE_SHOW,	SHOW verb execution network
111	0243	1	DBG\$NEXECUTE_SPAWN,	SPAWN verb execution network
112	0244	1	DBG\$NEXECUTE_STEP,	STEP command execution network
113	0245	1	DBG\$NEXECUTE_SYMBOLIZE,	SYMBOLIZE command execution network
114	0246	1	DBG\$NEXECUTE_TYPE,	TYPE command execution network
115	0247	1	DBG\$NEXECUTE_UNDEFINE,	UNDEFINE command execution network
116	0248	1	DBG\$NEXECUTE_WHILE,	WHILE command execution network
117	0249	1	DBG\$NFREE_DESC,	Release space for a descriptor
118	0250	1	DBG\$NGET_LVAL,	Obtains a symbol's lvalue from a prim desc
119	0251	1	DBG\$NGET_SYMID,	Obtain a symid list
120	0252	1	DBG\$NGET_TYPE,	Obtains a symbol's type form a prim desc
121	0253	1	DBG\$NMAKE_ARG_VECT,	Constructs a message argument vector
122	0254	1	DBG\$NOUT_INFO,	Outputs an info message
123	0255	1	DBG\$REL_MEMORY: NOVALUE,	Release permanent memory
124	0256	1	DBG\$SCR_EXECUTE_DISPLAY_CMD: NOVALUE,	Execute the DISPLAY command
125	0257	1	DBG\$SCR_EXECUTE_SAVE_CMD: NOVALUE,	Execute the SAVE command
126	0258	1	DBG\$SCR_EXECUTE_SCROLL_CMD: NOVALUE,	Execute the SCROLL command
127	0259	1	DBG\$SCR_EXECUTE_SELECT_CMD: NOVALUE,	Execute the SELECT command
128	0260	1	DBG\$STA_LOCK_SYMID: NOVALUE;	Lock a SYMID list
129	0261	1		
130	0262	1	EXTERNAL	
131	0263	1	DBG\$GL_CISHEAD: REF CISS\$LINK,	Version 2 debugger head of command input stream
132	0264	1	DBG\$GL_CIS_LEVELS,	Count of number of levels of CIS.
133	0265	1	DBG\$GB_DEF_OUT: VECTOR[.BYTE],	Old debugger output vector control
134	0266	1	DBG\$GL_SCREEN_ERROR,	Screen error display pointer (or 0)
135	0267	1	DBG\$GL_SCREEN_NOGO,	Screen flag to turn off STEP and GO


```
: 136      0268 1    DBG$GL_SCREEN_OUTPUT,      ! Screen output display pointer (or 0)
: 137      0269 1    DBG$GL_SCREEN_SOURCE;      ! Screen source display pointer (or 0)
: 138      0270 1
: 139      0271 1    LITERAL
: 140      0272 1    ALLOCATE VERB              = DBG$K_ALLOCATE VERB,
: 141      0273 1    AT_SIGN VERB               = DBG$K_AT_SIGN VERB,
: 142      0274 1    ATTACH VERB                = DBG$K_ATTACH VERB,
: 143      0275 1    CALL VERB                  = DBG$K_CALL VERB,
: 144      0276 1    CANCEL VERB                = DBG$K_CANCEL VERB,
: 145      0277 1    DECLARE VERB               = DBG$K_DECLARE VERB,
: 146      0278 1    DEFINE VERB                = DBG$K_DEFINE VERB,
: 147      0279 1    DELETE VERB                = DBG$K_DELETE VERB,
: 148      0280 1    DEPOSIT VERB               = DBG$K_DEPOSIT VERB,
: 149      0281 1    DISPLAY VERB               = DBG$K_DISPLAY VERB,
: 150      0282 1    DUMP VERB                  = DBG$K_DUMP VERB,
: 151      0283 1    EDIT VERB                  = DBG$K_EDIT VERB,
: 152      0284 1    EVALUATE VERB              = DBG$K_EVALUATE VERB,
: 153      0285 1    EXAMINE VERB               = DBG$K_EXAMINE VERB,
: 154      0286 1    EXIT VERB                  = DBG$K_EXIT VERB,
: 155      0287 1    EXITCOOP VERB              = DBG$K_EXITCOOP VERB,
: 156      0288 1    FOR VERB                   = DBG$K_FOR VERB,
: 157      0289 1    GO VERB                    = DBG$K_GO VERB,
: 158      0290 1    HELP VERB                  = DBG$K_HELP VERB,
: 159      0291 1    IF VERB                    = DBG$K_IF VERB,
: 160      0292 1    REPEAT VERB                = DBG$K_REPEAT VERB,
: 161      0293 1    SAVE VERB                  = DBG$K_SAVE VERB,
: 162      0294 1    SCROLL VERB                = DBG$K_SCROLL VERB,
: 163      0295 1    SEARCH VERB                = DBG$K_SEARCH VERB,
: 164      0296 1    SELECT VERB                = DBG$K_SELECT VERB,
: 165      0297 1    SET VERB                   = DBG$K_SET VERB,
: 166      0298 1    SHOW VERB                  = DBG$K_SHOW VERB,
: 167      0299 1    SPAWN VERB                 = DBG$K_SPAWN VERB,
: 168      0300 1    STEP VERB                  = DBG$K_STEP VERB,
: 169      0301 1    SYMBOLIZE VERB             = DBG$K_SYMBOLIZE VERB,
: 170      0302 1    TYPE VERB                  = DBG$K_TYPE VERB,
: 171      0303 1    UNDEFINE VERB              = DBG$K_UNDEFINE VERB,
: 172      0304 1    WHILE VERB                 = DBG$K_WHILE VERB;
: 173      0305 1
: 174      0306 1
: 175      0307 1    ! The following macro verifies entrance to, or exit from an ICF.
: 176      0308 1    !
: 177      0309 1    MACRO
: 178      M 0310 1        ICF_MESSAGE (PREFIX) =
: 179      M 0311 1
: 180      M 0312 1        BEGIN
: 181      M 0313 1        BIND
: 182      M 0314 1            ENTER_PHRASE = UPLIT BYTE(8, %ASCII 'entering'),
: 183      M 0315 1            EXIT_PHRASE  = UPLIT BYTE(7, %ASCII 'exiting');
: 184      M 0316 1
: 185      M 0317 1        LOCAL
: 186      M 0318 1            PHRASE;
: 187      M 0319 1
: 188      M 0320 1        IF prefix EQL 1
: 189      M 0321 1            THEN
: 190      M 0322 1            phrase = enter_phrase
: 191      M 0323 1        ELSE
: 192      M 0324 1            phrase = exit_phrase;
```


DBGNEXCTE
V04-000

E 8
16-Sep-1984 01:44:11
14-Sep-1984 12:17:13

VAX-11 Bliss-32 V4.0-742
[DEBUG.SRC]DBGNEXCTE.B32;1

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(2)

:	193	M	0325	1
:	194	M	0326	1
:	195	M	0327	1
:	196	M	0328	1
:	197		0329	1

dbg\$nout_info (dbg\$_verifyicf, 3, .phrase, .fab_ptr[fab\$b_fns], .fab_ptr[fab\$l_fna]); ! Info messa
END % ;


```
199 0330 1 GLOBAL ROUTINE DBG$NEXECUTE_CMD (VERB_NODE_PTR, MESSAGE_VECT) =
200 0331 1
201 0332 1
202 0333 1 FUNCTIONAL DESCRIPTION:
203 0334 1     DBG$NEXECUTE_CMD is the highest level command execution network. This
204 0335 1     routine examines the value of the verb node in the command execution
205 0336 1     tree to decide which DEBUG command is to be executed, and transfer to
206 0337 1     an appropriate subnetwork to perform the associated semantic action.
207 0338 1
208 0339 1 FORMAL PARAMETERS:
209 0340 1
210 0341 1     VERB_NODE_PTR -      pointer to the head of the command execution tree
211 0342 1
212 0343 1     MESSAGE_VECT -      address of a longword to contain the address of
213 0344 1                      a message argument vector
214 0345 1
215 0346 1 IMPLICIT INPUTS:
216 0347 1
217 0348 1     NONE
218 0349 1
219 0350 1 IMPLICIT OUTPUTS:
220 0351 1
221 0352 1     NONE
222 0353 1
223 0354 1 ROUTINE VALUE:
224 0355 1
225 0356 1     unsigned integer longword completion code
226 0357 1
227 0358 1 COMPLETION CODES:
228 0359 1
229 0360 1     STS$K_SEVERE (4) -      The specified command could not be executed
230 0361 1
231 0362 1     STS$K_SUCCESS (1) -     The specified command was executed
232 0363 1
233 0364 1 SIDE EFFECTS:
234 0365 1
235 0366 1     The semantic actions corresponding to the parsed DEBUG command are
236 0367 1     performed. Various states of the debugger and user program may be
237 0368 1     altered, and output may be displayed to the user and written to a log
238 0369 1     file.
239 0370 1
240 0371 1
241 0372 2 BEGIN
242 0373 2
243 0374 2 LOCAL
244 0375 2     VERB_NODE : REF DBG$VERB_NODE;          ! Command verb node
245 0376 2
246 0377 2
247 0378 2
248 0379 2     ! Check for a command to execute.
249 0380 2
250 0381 2     IF .VERB_NODE_PTR EQL 0 THEN RETURN STS$K_SUCCESS;
251 0382 2
252 0383 2
253 0384 2     ! Obtain the verb node and set the pointer to it to 0.
254 0385 2
255 0386 2     verb_node = ..verb_node_ptr;
```



```

: 256      0387      .verb_node_ptr = 0;
: 257      0388
: 258      0389
: 259      0390      ! Now transfer control to the appropriate subnetwork and return
: 260      0391      !
: 261      0392      RETURN
: 262      0393      ( CASE .VERB_NODE [DBG$B_VERB_LITERAL] FROM DBG$K_FIRST_VERB
: 263      0394      TO DBG$K_LAST_VERB OF
: 264      0395      SET
: 265      0396      [allocate_verb] :
: 266      0397      dbg$nexecute_allocate (.verb_node, .message_vect);
: 267      0398
: 268      0399      [at_sign_verb] :
: 269      0400      dbg$nexecute_at_sign (.verb_node, .message_vect);
: 270      0401
: 271      0402
: 272      0403      [attach_verb] :
: 273      0404      dbg$nexecute_attach (.verb_node, .message_vect);
: 274      0405
: 275      0406      [call_verb] :
: 276      0407      dbg$nexecute_call (.verb_node, .message_vect);
: 277      0408
: 278      0409      [cancel_verb] :
: 279      0410      dbg$nexecute_cancel (.verb_node, .message_vect);
: 280      0411
: 281      0412      [declare_verb] :
: 282      0413      dbg$nexecute_declare (.verb_node, .message_vect);
: 283      0414
: 284      0415      [define_verb] :
: 285      0416      dbg$nexecute_define (.verb_node, .message_vect);
: 286      0417
: 287      0418      [delete_verb] :
: 288      0419      dbg$nexecute_delete (.verb_node, .message_vect);
: 289      0420
: 290      0421      [deposit_verb] :
: 291      0422      (dbg$deposit(.verb_node);sts$k_success);
: 292      0423
: 293      0424      [DISPLAY_VERB]:
: 294      0425      (DBG$SCR_EXECUTE_DISPLAY_CMD(.VERB_NODE, FALSE);
: 295      0426      STS$K_SUCCESS);
: 296      0427
: 297      0428      [dump_verb] :
: 298      0429      dbg$nexecute_dump(.verb_node, .message_vect);
: 299      0430
: 300      0431      [edit_verb] :
: 301      0432      dbg$nexecute_edit(.verb_node, .message_vect);
: 302      0433
: 303      0434      [evaluate_verb] :
: 304      0435      (dbg$evaluate(.verb_node);sts$k_success);
: 305      0436
: 306      0437      [examine_verb] :
: 307      0438      (dbg$examine(.verb_node);sts$k_success);
: 308      0439
: 309      0440      [exit_verb] :
: 310      0441      dbg$nexecute_exit (.verb_node, .message_vect);
: 311      0442
: 312      0443      [exitloop_verb] :
```


313	0444	dbg\$nextecute_exitloop (.verb_node, .message_vect);
314	0445	
315	0446	[for_verb] :
316	0447	dbg\$nextecute_for (.verb_node, .message_vect);
317	0448	
318	0449	[go_verb] :
319	0450	dbg\$nextecute_go (.verb_node, .message_vect);
320	0451	
321	0452	[help_verb] :
322	0453	dbg\$nextecute_help (.verb_node, .message_vect);
323	0454	
324	0455	[if_verb] :
325	0456	dbg\$nextecute_if (.verb_node, .message_vect);
326	0457	
327	0458	[repeat_verb] :
328	0459	dbg\$nextecute_repeat (.verb_node, .message_vect);
329	0460	
330	0461	[SAVE_VERB]:
331	0462	(DBG\$SCR_EXECUTE_SAVE_CMD(.VERB_NODE);
332	0463	ST\$K_SUCCESS);
333	0464	
334	0465	[SCROLL_VERB]:
335	0466	(DBG\$SCR_EXECUTE_SCROLL_CMD(.VERB_NODE);
336	0467	ST\$K_SUCCESS);
337	0468	
338	0469	[search_verb] :
339	0470	dbg\$nextecute_search (.verb_node, .message_vect);
340	0471	
341	0472	[SELECT_VERB]:
342	0473	(DBG\$SCR_EXECUTE_SELECT_CMD(.VERB_NODE);
343	0474	ST\$K_SUCCESS);
344	0475	
345	0476	[show_verb] :
346	0477	dbg\$nextecute_show (.verb_node, .message_vect);
347	0478	
348	0479	[set_verb] :
349	0480	dbg\$nextecute_set (.verb_node, .message_vect);
350	0481	
351	0482	[spawn_verb] :
352	0483	dbg\$nextecute_spawn (.verb_node, .message_vect);
353	0484	
354	0485	[step_verb] :
355	0486	dbg\$nextecute_step (.verb_node, .message_vect);
356	0487	
357	0488	[symbolize_verb] :
358	0489	dbg\$nextecute_symbolize (.verb_node, .message_vect);
359	0490	
360	0491	[type_verb] :
361	0492	dbg\$nextecute_type (.verb_node, .message_vect);
362	0493	
363	0494	[undefine_verb] :
364	0495	dbg\$nextecute_undefine (.verb_node, .message_vect);
365	0496	
366	0497	[while_verb] :
367	0498	dbg\$nextecute_while (.verb_node, .message_vect);
368	0499	
369	0500	[INRANGE, OUTRANGE] :


```

. EXTRN  DBG$DEF_PR_EXIT
. EXTRN  DBG$DEF_SYM_ADD
. EXTRN  DBG$DEF_SYM_FIND
. EXTRN  DBG$DEPOSIT, DBG$EVALUATE
. EXTRN  DBG$EXAMINE, DBG$GET_MEMORY
. EXTRN  DBG$GET_TEMPMEM
. EXTRN  DBG$MAKE_VMS_DESC
. EXTRN  DBG$NCOPY_DESC, DBG$NEXECUTE_ALLOCATE
. EXTRN  DBG$NEXECUTE_AT_SIGN
. EXTRN  DBG$NEXECUTE_ATTACH
. EXTRN  DBG$NEXECUTE_CALL
. EXTRN  DBG$NEXECUTE_CANCEL
. EXTRN  DBG$NEXECUTE_DECLARE
. EXTRN  DBG$NEXECUTE_DEFINE
. EXTRN  DBG$NEXECUTE_DELETE
. EXTRN  DBG$NEXECUTE_DUMP
. EXTRN  DBG$NEXECUTE_EDIT
. EXTRN  DBG$NEXECUTE_EXIT
. EXTRN  DBG$NEXECUTE_EXITLOOP
. EXTRN  DBG$NEXECUTE_FOR
. EXTRN  DBG$NEXECUTE_GO
. EXTRN  DBG$NEXECUTE_HELP
. EXTRN  DBG$NEXECUTE_IF
. EXTRN  DBG$NEXECUTE_REPEAT
. EXTRN  DBG$NEXECUTE_SEARCH
. EXTRN  DBG$NEXECUTE_SET
. EXTRN  DBG$NEXECUTE_SHOW
. EXTRN  DBG$NEXECUTE_SPAWN
. EXTRN  DBG$NEXECUTE_STEP
. EXTRN  DBG$NEXECUTE_SYMBOLIZE
. EXTRN  DBG$NEXECUTE_TYPE
. EXTRN  DBG$NEXECUTE_UNDEFIN
. EXTRN  DBG$NEXECUTE_WHILE
. EXTRN  DBG$NFREE_DESC, DBG$NGET_LVAL
. EXTRN  DBG$NGET_SYMID, DBG$NGET_TYPE
. EXTRN  DBG$NMAKE_ARG_VECT
. EXTRN  DBG$NOUT_INFO, DBG$REL_MEMORY
. EXTRN  DBG$SCR_EXECUTE_DISPLAY_CMD

```


00AD	0093	0086	006C	0004	00000	.EXTRN	DBG\$SCR_EXECUTE_SAVE_CMD	
010F	0104	00F9	00C7	04	AC D0 00002	.EXTRN	DBG\$SCR_EXECUTE_SCROLL_CMD	
01C1	019A	01A7	0136		03 12 00006	.EXTRN	DBG\$SCR_EXECUTE_SELECT_CMD	
0150	0180	01DB	0143		019F 31 00008	.EXTRN	DBG\$STA_LOCK_SYMID	
00A0	011C	015D	01F5		60 D0 0000B 1\$:	.EXTRN	DBG\$GL_CISHEAD, DBG\$GL_CIS_LEVELS	
01E8	01CE	005F	01B4		60 D4 0000E	.EXTRN	DBG\$GB_DEF_OUT, DBG\$GL_SCREEN_ERROR	
00D2	00DF	0079	0129		62 8F 00010	.EXTRN	DBG\$GL_SCREEN_NOGO	
00BA	016A	018D	0175		00EC 00054	.EXTRN	DBG\$GL_SCREEN_OUTPUT	
						.EXTRN	DBG\$GL_SCREEN_SOURCE	
						.PSECT	DBG\$CODE, NOWRT, SHR, PIC, 0	
						.ENTRY	DBG\$NEXECUTE_CMD, Save R2	0330
						MOVL	VERB_NODE_PTR, R0	0381
						BNEQ	1\$	
						BRW	30\$	0386
						MOVL	(R0), VERB_NODE	0387
						CLRL	(R0)	0393
						CASEB	(VERB_NODE), #1, #32	
						.WORD	4\$-2\$,-	
							6\$-2\$,-	
							7\$-2\$,-	
							9\$-2\$,-	
							11\$-2\$,-	
							15\$-2\$,-	
							16\$-2\$,-	
							18\$-2\$,-	
							21\$-2\$,-	
							32\$-2\$,-	
							31\$-2\$,-	
							34\$-2\$,-	
							22\$-2\$,-	
							36\$-2\$,-	
							28\$-2\$,-	
							23\$-2\$,-	
							38\$-2\$,-	
							24\$-2\$,-	
							19\$-2\$,-	
							8\$-2\$,-	
							33\$-2\$,-	
							3\$-2\$,-	
							35\$-2\$,-	
							37\$-2\$,-	
							20\$-2\$,-	
							5\$-2\$,-	
							13\$-2\$,-	
							12\$-2\$,-	
							26\$-2\$,-	
							29\$-2\$,-	
							25\$-2\$,-	
							10\$-2\$,-	
							14\$-2\$	
						PUSHAB	P.AAA	0503
						PUSHL	#1	0502
						PUSHL	#164432	
						CALLS	#3, DBG\$NMAKE_ARG_VECT	
						MOVL	R0, @MESSAGE_VECT	

50	04	DO	0006F	MOVL	#4, R0	0501
	04	00072	RET			
	08	AC	DD 00073	3\$: PUSH	MESSAGE_VECT	0398
	52	DD	00076	PUSHL	VERB_NODE	
00000000G	00	02	FB 00078	CALLS	#2, DBG\$NEXECUTE_ALLOCATE	
	04	0007F	RET			
	08	AC	DD 00080	4\$: PUSH	MESSAGE_VECT	0401
	52	DD	00083	PUSHL	VERB_NODE	
00000000G	00	02	FB 00085	CALLS	#2, DBG\$NEXECUTE_AT_SIGN	
	04	0008C	RET			
	08	AC	DD 0008D	5\$: PUSH	MESSAGE_VECT	0404
	52	DD	00090	PUSHL	VERB_NODE	
00000000G	00	02	FB 00092	CALLS	#2, DBG\$NEXECUTE_ATTACH	
	04	00099	RET			
	08	AC	DD 0009A	6\$: PUSH	MESSAGE_VECT	0407
	52	DD	0009D	PUSHL	VERB_NODE	
00000000G	00	02	FB 0009F	CALLS	#2, DBG\$NEXECUTE_CALL	
	04	000A6	RET			
	08	AC	DD 000A7	7\$: PUSH	MESSAGE_VECT	0410
	52	DD	000AA	PUSHL	VERB_NODE	
00000000G	00	02	FB 000AC	CALLS	#2, DBG\$NEXECUTE_CANCEL	
	04	000B3	RET			
	08	AC	DD 000B4	8\$: PUSH	MESSAGE_VECT	0413
	52	DD	000B7	PUSHL	VERB_NODE	
00000000G	00	02	FB 000B9	CALLS	#2, DBG\$NEXECUTE_DECLARE	
	04	000C0	RET			
	08	AC	DD 000C1	9\$: PUSH	MESSAGE_VECT	0416
	52	DD	000C4	PUSHL	VERB_NODE	
00000000G	00	02	FB 000C6	CALLS	#2, DBG\$NEXECUTE_DEFINE	
	04	000CD	RET			
	08	AC	DD 000CE	10\$: PUSH	MESSAGE_VECT	0419
	52	DD	000D1	PUSHL	VERB_NODE	
00000000G	00	02	FB 000D3	CALLS	#2, DBG\$NEXECUTE_DELETE	
	04	000DA	RET			
	52	DD	000DB	11\$: PUSH	VERB_NODE	0422
00000000G	00	01	FB 000DD	CALLS	#1, DBG\$DEPOSIT	
	3B	11	000E4	BRB	17\$	
	7E	D4	000E6	12\$: CLRL	-(SP)	0425
	52	DD	000E8	PUSHL	VERB_NODE	
00000000G	00	02	FB 000EA	CALLS	#2, DBG\$SCR_EXECUTE_DISPLAY_CMD	
	2E	11	000F1	BRB	17\$	
	08	AC	DD 000F3	13\$: PUSH	MESSAGE_VECT	0429
	52	DD	000F6	PUSHL	VERB_NODE	
00000000G	00	02	FB 000F8	CALLS	#2, DBG\$NEXECUTE_DUMP	
	04	000FF	RET			
	08	AC	DD 00100	14\$: PUSH	MESSAGE_VECT	0432
	52	DD	00103	PUSHL	VERB_NODE	
00000000G	00	02	FB 00105	CALLS	#2, DBG\$NEXECUTE_EDIT	
	04	0010C	RET			
	52	DD	0010D	15\$: PUSH	VERB_NODE	0435
00000000G	00	01	FB 0010F	CALLS	#1, DBG\$EVALUATE	
	7A	11	00116	BRB	27\$	
	52	DD	00118	16\$: PUSH	VERB_NODE	0438
00000000G	00	01	FB 0011A	CALLS	#1, DBG\$EXAMINE	
	6F	11	00121	17\$: BRB	27\$	
	08	AC	DD 00123	18\$: PUSH	MESSAGE_VECT	0441
	52	DD	00126	PUSHL	VERB_NODE	

00000000G	00	02	FB	00128	CALLS	#2, DBG\$NEXECUTE_EXIT	:	
				04 0012F	RET		:	
		08	AC	DD 00130	19\$:	PUSHL MESSAGE_VECT	:	0444
			52	DD 00133		PUSHL VERB_NODE	:	
00000000G	00	02	FB	00135	CALLS	#2, DBG\$NEXECUTE_EXITLOOP	:	
				04 0013C	RET		:	
		08	AC	DD 0013D	20\$:	PUSHL MESSAGE_VECT	:	0447
			52	DD 00140		PUSHL VERB_NODE	:	
00000000G	00	02	FB	00142	CALLS	#2, DBG\$NEXECUTE_FOR	:	
				04 00149	RET		:	
		08	AC	DD 0014A	21\$:	PUSHL MESSAGE_VECT	:	0450
			52	DD 0014D		PUSHL VERB_NODE	:	
00000000G	00	02	FB	0014F	CALLS	#2, DBG\$NEXECUTE_GO	:	
				04 00156	RET		:	
		08	AC	DD 00157	22\$:	PUSHL MESSAGE_VECT	:	0453
			52	DD 0015A		PUSHL VERB_NODE	:	
00000000G	00	02	FB	0015C	CALLS	#2, DBG\$NEXECUTE_HELP	:	
				04 00163	RET		:	
		08	AC	DD 00164	23\$:	PUSHL MESSAGE_VECT	:	0456
			52	DD 00167		PUSHL VERB_NODE	:	
00000000G	00	02	FB	00169	CALLS	#2, DBG\$NEXECUTE_IF	:	
				04 00170	RET		:	
		08	AC	DD 00171	24\$:	PUSHL MESSAGE_VECT	:	0459
			52	DD 00174		PUSHL VERB_NODE	:	
00000000G	00	02	FB	00176	CALLS	#2, DBG\$NEXECUTE_REPEAT	:	
				04 0017D	RET		:	
			52	DD 0017E	25\$:	PUSHL VERB_NODE	:	0462
00000000G	00	01	FB	00180	CALLS	#1, DBG\$SCR_EXECUTE_SAVE_CMD	:	
		21	11	00187	BRB	30\$:	
			52	DD 00189	26\$:	PUSHL VERB_NODE	:	0466
00000000G	00	01	FB	0018B	CALLS	#1, DBG\$SCR_EXECUTE_SCROLL_CMD	:	
		16	11	00192	BRB	30\$:	
		08	AC	DD 00194	27\$:	PUSHL MESSAGE_VECT	:	0470
			52	DD 00197		PUSHL VERB_NODE	:	
00000000G	00	02	FB	00199	CALLS	#2, DBG\$NEXECUTE_SEARCH	:	
				04 001A0	RET		:	
			52	DD 001A1	29\$:	PUSHL VERB_NODE	:	0473
00000000G	00	01	FB	001A3	CALLS	#1, DBG\$SCR_EXECUTE_SELECT_CMD	:	
	50	01	DO	001AA	30\$:	MOVL #1, R0	:	
				04 001AD	RET		:	
		08	AC	DD 001AE	31\$:	PUSHL MESSAGE_VECT	:	0477
			52	DD 001B1		PUSHL VERB_NODE	:	
00000000G	00	02	FB	001B3	CALLS	#2, DBG\$NEXECUTE_SHOW	:	
				04 001BA	RET		:	
		08	AC	DD 001BB	32\$:	PUSHL MESSAGE_VECT	:	0480
			52	DD 001BE		PUSHL VERB_NODE	:	
00000000G	00	02	FB	001C0	CALLS	#2, DBG\$NEXECUTE_SET	:	
				04 001C7	RET		:	
		08	AC	DD 001C8	33\$:	PUSHL MESSAGE_VECT	:	0483
			52	DD 001CB		PUSHL VERB_NODE	:	
00000000G	00	02	FB	001CD	CALLS	#2, DBG\$NEXECUTE_SPAWN	:	
				04 001D4	RET		:	
		08	AC	DD 001D5	34\$:	PUSHL MESSAGE_VECT	:	0486
			52	DD 001D8		PUSHL VERB_NODE	:	
00000000G	00	02	FB	001DA	CALLS	#2, DBG\$NEXECUTE_STEP	:	
				04 001E1	RET		:	
		08	AC	DD 001E2	35\$:	PUSHL MESSAGE_VECT	:	0489

DBGNEXCTE
V04-000

M 8
16-Sep-1984 01:44:11
14-Sep-1984 12:17:13

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[DEBUG.SRC]DBGNEXCTE.B32;1

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00000000G	00	52	DD	001E5		PUSHL	VERB NODE	:	
		02	FB	001E7		CALLS	#2, DBG\$NEXECUTE_SYMBOLIZE	:	
				04	001EE	RET		:	
		08	AC	DD	001EF	36\$:	PUSHL	MESSAGE VECT	0492
00000000G	00	52	DD	001F2		PUSHL	VERB NODE	:	
		02	FB	001F4		CALLS	#2, DBG\$NEXECUTE_TYPE	:	
				04	001FB	RET		:	
		08	AC	DD	001FC	37\$:	PUSHL	MESSAGE VECT	0495
00000000G	00	52	DD	001FF		PUSHL	VERB NODE	:	
		02	FB	00201		CALLS	#2, DBG\$NEXECUTE_UNDEFINE	:	
				04	00208	RET		:	
		08	AC	DD	00209	38\$:	PUSHL	MESSAGE VECT	0498
00000000G	00	52	DD	0020C		PUSHL	VERB NODE	:	
		02	FB	0020E		CALLS	#2, DBG\$NEXECUTE_WHILE	:	
				04	00215	RET		:	0508

; Routine Size: 534 bytes, Routine Base: DBG\$CODE + 0000


```
379 0509 1 GLOBAL ROUTINE DBG$NCIS_ADD (POINTER, LENGTH, TYPE,
380 0510 1 REPEAT_COUNT, WHILE Clause, LOOP_INCR) =
381 0511 1
382 0512 1 FUNCTION
383 0513 1 This routine creates and adds a new Command Input Stream (CIS) Entry
384 0514 1 to the Command Input Stream Stack. The global variable DBG$GL_CISHEAD
385 0515 1 is set to point to the new CIS Entry so that DEBUG commands are gotten
386 0516 1 from this new CIS Entry first. The forward link in the new entry is
387 0517 1 set to contain the old value of DBG$GL_CISHEAD so that the previous
388 0518 1 CIS entry is restored once the new CIS entry is emptied of commands.
389 0519 1
390 0520 1 INPUTS
391 0521 1 POINTER - The address of either a buffer or a RAB to be placed
392 0522 1 in the DSC$A_POINTER field of the new link.
393 0523 1
394 0524 1 LENGTH - The length of the above buffer (0 for RAB).
395 0525 1
396 0526 1 TYPE - The type of the link to be added.
397 0527 1
398 0528 1 REPEAT_COUNT - The count for a CIS of type CIS_REPEAT. For a CIS of
399 0529 1 type FOR, this contains the upper bound.
400 0530 1
401 0531 1 WHILE Clause - A counted string with the action clause for a CIS of
402 0532 1 type CIS_WHILE. For a CIS of type FOR, this contains the
403 0533 1 name of the loop variable.
404 0534 1
405 0535 1 LOOP_INCR - The loop increment in FOR loops.
406 0536 1
407 0537 1
408 0538 1 OUTPUTS
409 0539 1 This routine returns STS$K_SUCCESS as its value.
410 0540 1
411 0541 1
412 0542 2 BEGIN
413 0543 2
414 0544 2 MAP
415 0545 2 WHILE Clause: REF VECTOR [,BYTE];
416 0546 2
417 0547 2 LOCAL
418 0548 2 FOR_LOOP_VAR, ! Points to counted string with FOR
419 0549 2 ! loop variable
420 0550 2 FOR_UPPER_BOUND, ! Integer with upper bound for FOR loops
421 0551 2 TEMP; ! Temporary pointer to head CIS node
422 0552 2
423 0553 2
424 0554 2
425 0555 2 ! Increment the count of the number of levels of CIS we have.
426 0556 2
427 0557 2 DBG$GL_CIS_LEVELS = .DBG$GL_CIS_LEVELS + 1;
428 0558 2
429 0559 2
430 0560 2 ! Pick up the FOR-loop bounds if this is a FOR-loop CIS.
431 0561 2
432 0562 2 FOR_LOOP_VAR = .WHILE Clause;
433 0563 2 FOR_UPPER_BOUND = .REPEAT_COUNT;
434 0564 2
435 0565 2
```



```
: 436      0566      2      ! Save current list head and allocate a new one
: 437      0567      2
: 438      0568      2      TEMP = .DBG$GL_CISHEAD ;
: 439      0569      2      DBG$GL_CISHEAD = DBG$GET MEMORY ((CIS_ELEMENTS+3)/%UPVAL);
: 440      0570      2      DBG$GL_CISHEAD [CIS$A_NEXT_LINK] = .TEMP;
: 441      0571      2      DBG$GL_CISHEAD [CIS$A_INPUT_PTR] = .POINTER;
: 442      0572      2      DBG$GL_CISHEAD [CIS$B_INPUT_TYPE] = .TYPE;
: 443      0573      2      DBG$GL_CISHEAD [CIS$W_LENGTH] = .LENGTH;
: 444      0574      2
: 445      0575      2      IF .TYPE EQL CIS_REPEAT
: 446      0576      2      THEN
: 447      0577      2          DBG$GL_CISHEAD [CIS$L_REPEAT_COUNT] = .REPEAT_COUNT;
: 448      0578      2
: 449      0579      2      IF .TYPE EQL CIS_WHILE
: 450      0580      2      THEN
: 451      0581      2          DBG$GL_CISHEAD [CIS$V_WHILE_FLAG] = .WHILE_CLAUSE;
: 452      0582      2
: 453      0583      2      IF .TYPE EQL CIS_FOR
: 454      0584      2      THEN
: 455      0585      2          BEGIN
: 456      0586      2              DBG$GL_CISHEAD [CIS$L_FOR_UPPER_BOUND] = .FOR_UPPER_BOUND;
: 457      0587      2              DBG$GL_CISHEAD [CIS$A_FOR_LOOP_VAR] = .FOR_LOOP_VAR;
: 458      0588      2              DBG$GL_CISHEAD [CIS$L_FOR_LOOP_INCR] = .LOOP_INCR;
: 459      0589      2          END;
: 460      0590      2
: 461      0591      2
: 462      0592      2      ! The fields INIT_ADDR and INIT_LENGTH are used to determine
: 463      0593      2      ! how much storage to release for this buffer, since the pointer
: 464      0594      2      ! field is modified by the parser among others.
: 465      0595      2
: 466      0596      2      DBG$GL_CISHEAD [CIS$A_INIT_ADDR] = .POINTER;
: 467      0597      2
: 468      0598      2
: 469      0599      2      ! If we are adding an input buffer add 1 byte to the length
: 470      0600      2      ! to be released because we allocated an extra one so we could
: 471      0601      2      ! guarantee a zero byte at the end of the string.
: 472      0602      2
: 473      0603      2      IF .TYPE EQL CIS_INPBUF
: 474      0604      2      THEN
: 475      0605      2          DBG$GL_CISHEAD [CIS$W_INIT_LENGTH] = .LENGTH + 1
: 476      0606      2
: 477      0607      2      ELSE
: 478      0608      2          DBG$GL_CISHEAD [CIS$W_INIT_LENGTH] = .LENGTH;
: 479      0609      2
: 480      0610      2      RETURN ST$K_SUCCESS;
: 481      0611      2
: 482      0612      1      END;
```

```
55 00000000G 00 003C 00000
   00000000G 00 9E 00002
53      10 AC 7D 0000F
52      65 D0 00013
```

```
.ENTRY DBG$NCIS_ADD, Save R2,R3,R4,R5
MOVAB DBG$GL_CISHEAD, R5
INCL  DBG$GL_CIS_LEVELS
MOVQ  REPEAT_COUNT, FOR_UPPER_BOUND
MOVL  DBG$GL_CISHEAD, TEMP
```

```
: 0509
:
: 0557
: 0563
: 0568
```


		00000000G	00	0E	DD	00016	PUSHL	#14		0569
			65	01	FB	00018	CALLS	#1, DBG\$GET_MEMORY		
		08	A0	50	D0	0001F	MOVL	R0, DBG\$GL_CISHEAD		0570
		04	A0	52	D0	00022	MOVL	TEMP, 8(R0)		0571
			51	04	AC	00026	MOVL	POINTER, 4(R0)		0572
		02	A0	0C	AC	0002B	MOVL	TYPE, R1		
			60	51	90	0002F	MOVB	R1, 2(R0)		0573
		04		08	AC	00033	MOVW	LENGTH, (R0)		0575
			04	51	D1	00037	CMPL	R1, #4		
		18	A0	05	12	0003A	BNEQ	1\$		0577
			05	10	AC	0003C	MOVL	REPEAT_COUNT, 24(R0)		0579
12	A0		01	51	D1	00041	CMPL	R1, #5		
			07	07	12	00044	BNEQ	2\$		
			01	14	AC	00046	INSV	WHILE_CLAUSE, #1, #1, 18(R0)		0581
			07	51	D1	0004D	CMPL	R1, #7		0583
		18	A0	09	12	00050	BNEQ	3\$		
		20	A0	53	7D	00052	MOVQ	FOR_UPPER_BOUND, 24(R0)		0586
		0C	A0	18	AC	00056	MOVL	LOOP_INCR, 32(R0)		0588
			02	04	AC	0005B	MOVL	POINTER, 12(R0)		0596
				51	D1	00060	CMPL	R1, #2		0603
				08	12	00063	BNEQ	4\$		
10	A0		08	01	A1	00065	ADDW3	#1, LENGTH, 16(R0)		0605
				05	11	0006B	BRB	5\$		
		10	A0	08	AC	0006D	MOVW	LENGTH, 16(R0)		0608
			50	01	D0	00072	MOVL	#1, R0		0610
				04	00075	RET				0612

; Routine Size: 118 bytes, Routine Base: DBG\$CODE + 0216


```
484 0613 1 GLOBAL ROUTINE DBG$NCIS_OPENICF (MESSAGE_VECT) =
485 0614 1 ++
486 0615 1 FUNCTIONAL DESCRIPTION:
487 0616 1 Routine is called when there is a RAB at the top of the command
488 0617 1 input stream. It opens the related FAB and connects the RAB to it
489 0618 1
490 0619 1 FORMAL PARAMETERS:
491 0620 1
492 0621 1 message_vect - address of a longword to contain address of message vector
493 0622 1
494 0623 1 IMPLICIT INPUTS:
495 0624 1 The head of the command input stream
496 0625 1
497 0626 1 IMPLICIT OUTPUTS:
498 0627 1
499 0628 1 on failure, a message argument vector
500 0629 1
501 0630 1 ROUTINE VALUE:
502 0631 1
503 0632 1 sts$k_success (1) - action performed
504 0633 1
505 0634 1 sts$k_severe (4) - failure
506 0635 1
507 0636 1 SIDE EFFECTS:
508 0637 1 A FAB is opened and a RAB connected to it. If SET OUTPUT VERIFY, then
509 0638 1 a message is generated indicating we are entering an indirect command file
510 0639 1 --
511 0640 2 BEGIN
512 0641 2
513 0642 2 LOCAL
514 0643 2 STATUS, ! Holds RMS status code
515 0644 2 FAB_PTR : REF $FAB_DECL, ! File access block pointer
516 0645 2 RAB_PTR : REF $RAB_DECL; ! Record access block pointer
517 0646 2
518 0647 2 ! Extract the related FAB from the RAB at the top of the cis
519 0648 2 !
520 0649 2 rab_ptr = .dbg$gl_cishead [cis$a_input_ptr];
521 0650 2 fab_ptr = .rab_ptr [rab$l_fab];
522 0651 2
523 0652 2 status = $OPEN (FAB=.fab_ptr);
524 0653 2 IF NOT .status
525 0654 2 THEN
526 0655 2 BEGIN
527 0656 2
528 0657 2 LOCAL MSG_DESC : REF dbg$stg_desc; ! String descriptor for message
529 0658 2
530 0659 2 msg_desc = dbg$get_tempmem (2);
531 0660 2
532 0661 2 msg_desc[dsc$w_length] = .fab_ptr[fab$b_fns];
533 0662 2 msg_desc[dsc$a_pointer] = .fab_ptr[fab$l_fna];
534 0663 2
535 0664 2
536 0665 2 ! Flag link for removal so we won't try to read from it again
537 0666 2 !
538 0667 2 dbg$gl_cishead[cis$v_rem_flag] = 1;
539 0668 2
540 0669 2
```



```

541      .message_vect = dbg$make_arg_vect (shr$openin + dbg_fac_code,
542      0670
543      0671
544      0672
545      0673
546      0674
547      0675
548      0676
549      0677
550      0678
551      0679
552      0680
553      0681
554      0682
555      0683
556      0684
557      0685
558      0686
559      0687
560      0688
561      0689
562      0690
563      0691
564      0692
565      0693
566      0694
567      0695
568      0696
569      0697
570      0698
571      0699
572      0700
573      0701
574      0702
575      0703
576      0704
577      0705
578      0706
579      0707
580      0708
581      0709
582      0710
583      0711
584      0712
585      0713
586      0714
587      0715
588      0716
589      1

      .message_vect = dbg$make_arg_vect (shr$openin + dbg_fac_code,
      1,
      .msg_desc, .fab_ptr[fab$l_sts], .fab_ptr[fab$l_stv]);

      RETURN sts$k_severe;

      END;

      ! Connect the RAB to the just opened FAB
      !
      status = $CONNECT (RAB=.rab_ptr);
      IF NOT .status
      THEN
      BEGIN
      LOCAL
      MSG_DESC : REF dbg$stg_desc; ! string descriptor for message

      msg_desc = dbg$get_tempmem (2);

      msg_desc[dsc$w_length] = .fab_ptr[fab$b_fns];
      msg_desc[dsc$a_pointer] = .fab_ptr[fab$l_fna];

      ! Flag link for removal so we won't try to read from it again
      !
      dbg$gl_cishead[cis$v_rem_flag] = 1;

      .message_vect = dbg$make_arg_vect (shr$openin + dbg_fac_code,
      1, .msg_desc,
      .fab_ptr[fab$l_sts],
      .fab_ptr[fab$l_stv]);

      RETURN sts$k_severe;

      END;

      ! Check for verification message.
      !
      IF .dbg$gb_def_out [out_verify]
      THEN
      icf_message(1);

      RETURN sts$k_success;

      END;
```

.PSECT DBG\$PLIT,NOWRT, SHR, PIC,0

```

67 6E 69 72 65 74 6E 65 00012 P.AAB: .BYTE 8
67 6E 69 74 69 78 65 00013 P.AAC: .ASCII \entering\
67 6E 69 74 69 78 65 0001B P.AAC: .BYTE 7
67 6E 69 74 69 78 65 0001C P.AAC: .ASCII \exiting\
```

...

				ENTER_PHRASE=	P.AAB		
				EXIT_PHRASE=	P.AAC		
				.EXTRN	SYSS\$OPEN, SYSS\$CONNECT		
				.PSECT	DBG\$CODE, NOWRT, SHR, PIC, 0		
				.ENTRY	DBG\$NCIS_OPENICF, Save R2,R3,R4,R5		0613
55	00000000G	00	003C 00000	MOVAB	DBG\$GL_CISHEAD, R5		
50		65	9E 00002	MOVL	DBG\$GL_CISHEAD, R0		0649
53	04	A0	DO 0000C	MOVL	4(R0), RAB_PTR		
52	3C	A3	DO 00010	MOVL	60(RAB_PTR), FAB_PTR		0650
		52	DD 00014	PUSHL	FAB_PTR		0652
00000000G	00	01	FB 00016	CALLS	#1, SYSS\$OPEN		
	54	50	DO 0001D	MOVL	R0, STATUS		
	0F	54	E9 00020	BLBC	STATUS, 1\$		0653
		53	DD 00023	PUSHL	RAB_PTR		0681
00000000G	00	01	FB 00025	CALLS	#1, SYSS\$CONNECT		
	54	50	DO 0002C	MOVL	R0, STATUS		
	36	54	E8 0002F	BLBS	STATUS, 2\$		0682
		02	DD 00032	PUSHL	#2		0688
00000000G	00	01	FB 00034	CALLS	#1, DBG\$GET_TEMPMEM		
	60	A2	9B 0003B	MOVZBW	52(FAB_PTR), (MSG_DESC)		0690
04	A0	A2	DO 0003F	MOVL	44(FAB_PTR), 4(MSG_DESC)		0691
	51	65	DO 00044	MOVL	DBG\$GL_CISHEAD, R1		0696
12	A1	01	88 00047	BISB2	#1, 18(R1)		
	7E	A2	7D 0004B	MOVQ	8(FAB_PTR), -(SP)		0700
		50	DD 0004F	PUSHL	MSG_DESC		0699
		01	DD 00051	PUSHL	#1		0698
	00021098	8F	DD 00053	PUSHL	#135320		
00000000G	00	05	FB 00059	CALLS	#5, DBG\$NMAKE_ARG_VECT		
	04	50	DO 00060	MOVL	R0, @MESSAGE_VECT		
		04	DO 00064	MOVL	#4, R0		0703
		04	00067	RET			
	1F 00000000G	00	E9 00068	BLBC	DBG\$GB_DEF_OUT+2, 3\$		0710
	50 00000000	EF	9E 0006F	MOVAB	ENTER_PHRASE, PHRASE		0712
		A2	DD 00076	PUSHL	44(FAB_PTR)		
	7E	A2	9A 00079	MOVZBL	52(FAB_PTR), -(SP)		
		50	DD 0007D	PUSHL	PHRASE		
		03	DD 0007F	PUSHL	#3		
	0002808B	8F	DD 00081	PUSHL	#163979		
00000000G	00	05	FB 00087	CALLS	#5, DBG\$NOUT_INFO		
	50	01	DO 0008E	MOVL	#1, R0		0714
		04	00091	RET			0716

; Routine Size: 146 bytes, Routine Base: DBG\$CODE + 028C

; 588 0717 1


```
590 0718 1 GLOBAL ROUTINE DBG$NCIS_REMOVE(EXIT_FLAG, MESSAGE_VECT) =
591 0719 1
592 0720 1 FUNCTIONAL DESCRIPTION:
593 0721 1     Removes the top link from the command input stream and delete the
594 0722 1     storage for it. If the link has additional dynamic storage related to
595 0723 1     it, such as a FAB,RAB, input buffer etc., that storage is freed also.
596 0724 1
597 0725 1 FORMAL PARAMETERS:
598 0726 1
599 0727 1     EXIT_FLAG      - TRUE if this routine is called from EXIT or EXITLOOP.
600 0728 1
601 0729 1     MESSAGE_VECT   - The address of a longword to contain the address of
602 0730 1                   a message argument vector.
603 0731 1
604 0732 1 IMPLICIT INPUTS:
605 0733 1
606 0734 1     The head of the command input stream.
607 0735 1
608 0736 1 IMPLICIT OUTPUTS:
609 0737 1
610 0738 1     On error, a message argument vector is constructed and returned.
611 0739 1
612 0740 1 ROUTINE VALUE:
613 0741 1
614 0742 1     ST$K_SUCCESS (1) - Success. Actions performed.
615 0743 1
616 0744 1     ST$K_SEVERE (4) - Failure. Error message argument vector constructed.
617 0745 1
618 0746 1 SIDE EFFECTS:
619 0747 1     The head of the command input stream is reset to what was the
620 0748 1     "next" link before this routine was called. If SET OUTPUT VERIFY,
621 0749 1     then a message is generated saying we are exiting the indirect
622 0750 1     command file.
623 0751 1
624 0752 1
625 0753 2 BEGIN
626 0754 2
627 0755 2 LOCAL
628 0756 2     BOUNDS_MATCH,      ! TRUE when FOR loop lower bound matches upper bound
629 0757 2     BUFLIST: REF VECTOR[],
630 0758 2     COND,              ! TRUE or FALSE: condition value in WHILE cis
631 0759 2     DUMMY,             ! dummy output parameter
632 0760 2     GLOBAL_FLAG,      ! output param for DEF_SYM_FIND
633 0761 2     KIND,              ! kind of define symbol
634 0762 2     LOOP_INCR,        ! the loop increment
635 0763 2     NEW_NAME,          ! Pointer to the loop variable name
636 0764 2     NEW_VALPTR: REF DBG$VALDESC, ! pointer to a value descriptor
637 0765 2     SIZE,              ! Size of loop variable name
638 0766 2     SYMID_LIST,       ! list of symids
639 0767 2     TEMP,              ! temporary pointer to cis node
640 0768 2     TYPE,              ! cis node type
641 0769 2     VALPTR: REF DBG$VALDESC, ! pointer to a value descriptor
642 0770 2     VALUE,             ! value in value descriptor
643 0771 2     VARNAME: REF VECTOR[BYTE], ! name for FOR loop var
644 0772 2     WHILE_FLAG;       ! TRUE for WHILE cis
645 0773 2
646 0774 2
```

```

: 647      0775 2
: 648      0776
: 649      0777
: 650      0778
: 651      0779
: 652      0780
: 653      0781
: 654      0782
: 655      0783
: 656      0784
: 657      0785
: 658      0786
: 659      0787
: 660      0788
: 661      0789
: 662      0790
: 663      0791
: 664      0792
: 665      0793
: 666      0794
: 667      0795
: 668      0796
: 669      0797
: 670      0798
: 671      0799
: 672      0800
: 673      0801
: 674      0802
: 675      0803
: 676      0804
: 677      0805
: 678      0806
: 679      0807
: 680      0808
: 681      0809
: 682      0810
: 683      0811
: 684      0812
: 685      0813
: 686      0814
: 687      0815
: 688      0816
: 689      0817
: 690      0818
: 691      0819
: 692      0820
: 693      0821
: 694      0822
: 695      0823
: 696      0824
: 697      0825
: 698      0826
: 699      0827
: 700      0828
: 701      0829
: 702      0830
: 703      0831 4

! Decrement the count of the number of CIS levels we have.
DBG$GL_CIS_LEVELS = .DBG$GL_CIS_LEVELS - 1;

! If top link is an input buffer, release the storage for that buffer.
IF .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_INPBUF
THEN
    DBG$REL_MEMORY(.DBG$GL_CISHEAD[CIS$A_INIT_ADDR]);

! Also release storage for any other buffers that may have been
! allocated during processing of this line (new buffers get allocated
! when symbols defined by DEFINE/COMMAND are expanded).
BUFLIST = .DBG$GL_CISHEAD[CIS$A_BUFLIST];
WHILE .BUFLIST NEQ 0 DO
    BEGIN
        DBG$REL_MEMORY(.BUFLIST[1]);
        TEMP = .BUFLIST[0];
        DBG$REL_MEMORY(.BUFLIST);
        BUFLIST = .TEMP;
    END;
DBG$GL_CISHEAD[CIS$A_BUFLIST] = 0;

! If the top Command Input Steam Entry is a SCREEN CIS Entry, we must reset
! the screen displays to which print, source, and error output are directed
! to be the same as they were before this CIS Entry was added to the Command
! Input Stream. We also reset the NOGO flag which disables STEP and GO
! commands inside screen display DEBUG command lists.
IF .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL DBG$K_CIS_SCREEN
THEN
    BEGIN
        DBG$GL_SCREEN_NOGO = .DBG$GL_CISHEAD[CIS$V_SCREEN_NOGO];
        DBG$GL_SCREEN_OUTPUT = .DBG$GL_CISHEAD[CIS$L_SCREEN_OUTPUT];
        DBG$GL_SCREEN_SOURCE = .DBG$GL_CISHEAD[CIS$L_SCREEN_SOURCE];
        DBG$GL_SCREEN_ERROR = .DBG$GL_CISHEAD[CIS$L_SCREEN_ERROR];
    END;

! Unless we are exiting a loop or an indirect command procedure, handle
! the various looping constructs that have CIS entries.
IF NOT .EXIT_FLAG
THEN
    BEGIN
        ! If the top link is a FOR CIS, then increment the FOR-loop counter.
        IF .dbg$gl_cishead[cis$b_input_type] EQL cis_for
        THEN
            BEGIN
```



```
704 0832 4
705 0833 4
706 0834 4
707 0835 4
708 0836 4
709 0837 4
710 0838 4
711 0839 4
712 0840 4
713 0841 4
714 0842 5
715 0843 5
716 0844 5
717 0845 6
718 0846 6
719 0847 6
720 0848 7
721 0849 7
722 0850 7
723 0851 7
724 0852 6
725 0853 6
726 0854 6
727 0855 7
728 0856 7
729 0857 7
730 0858 7
731 0859 7
732 0860 7
733 0861 7
734 0862 7
735 0863 7
736 0864 7
737 0865 7
738 0866 7
739 0867 7
740 0868 7
741 0869 7
742 0870 7
743 0871 7
744 0872 7
745 0873 7
746 0874 7
747 0875 7
748 0876 7
749 0877 7
750 0878 7
751 0879 7
752 0880 7
753 0881 6
754 0882 5
755 0883 4
756 0884 4
757 0885 4
758 0886 4
759 0887 4
760 0888 4
```

```
bounds_match = FALSE;
! Look up the loop counter.
!
varname = .dbg$gl_cishead [cis$a_for_loop_var];
loop_incr = .dbg$gl_cishead [cis$l_for_loop_incr];
IF dbg$def_sym_find (.varname, kind,
                    valptr, global_flag, .message_vect)
THEN
  BEGIN
    IF .kind EQL define_value
    THEN
      BEGIN
        value = .loop_incr + .valptr [dbg$l_value_value0];
        IF (.loop_incr GTR 0
            AND .value GTR .dbg$gl_cishead [cis$l_for_upper_bound])
        OR (.loop_incr LSS 0
            AND .value LSS .dbg$gl_cishead [cis$l_for_upper_bound])
        THEN
          bounds_match = TRUE
        ELSE
          BEGIN
            ! Copy the value descriptor. Fill in the new incremented
            ! value into the copy. Save away the copy as the new
            ! definition.
            IF NOT dbg$nget_symid (.valptr, symid_list, .message_vect)
            THEN
              RETURN sts$k_severe;
            IF NOT dbg$ncopy_desc (.valptr, new_valptr, .message_vect)
            THEN
              RETURN sts$k_severe;
            dbg$sta_lock_symid (.symid_list);
            new_valptr [dbg$l_value_value0] = .value;
            ! Also copy the name.
            new_name = dbg$get_memory (1+.varname[0]/4);
            ch$move (1+.varname[0], .varname, .new_name);
            IF NOT dbg$def_sym_add (.new_name, define_value,
                                  .new_valptr, FALSE, dummy, .message_vect)
            THEN
              RETURN sts$k_severe;
            dbg$gl_cishead [cis$w_length] =
              .dbg$gl_cishead [cis$w_init_length];
            dbg$gl_cishead [cis$a_input_ptr] =
              .dbg$gl_cishead [cis$a_init_addr];
            RETURN sts$k_success;
          END;
        END;
      END;
    END;
    ! Copy the loop variable name into temporary memory.
    ! This is for error-message purposes.
    !
    size = .varname[0];
```



```
761      0889 4      varname = dbg$get_tempmem (1+.size/4);
762      0890 4      ch$move (1+.size, .dbg$gl_cishead[cis$a_for_loop_var],
763      0891 4          .varname);
764      0892 4
765      0893 4      ! If we fall through to here, we are exiting the loop for
766      0894 4      some reason.
767      0895 4      Release the space for the loop counter name.
768      0896 4
769      0897 4      dbg$rel_memory (.dbg$gl_cishead [cis$a_for_loop_var]);
770      0898 4
771      0899 4      ! If bounds_match is false, we are exiting the loop not because
772      0900 4      the lower bound has matched the upper bound, but rather because
773      0901 4      the loop variable had been redefined.
774      0902 4
775      0903 4      IF NOT .bounds_match
776      0904 4      THEN
777      0905 4          SIGNAL (dbg$_loopvar, 1, .varname);
778      0906 4      END;
779      0907 4
780      0908 4      ! If the top link is a repeat cis, then decrement the count.
781      0909 4
782      0910 4      IF .dbg$gl_cishead[cis$b_input_type] EQL cis_repeat
783      0911 4      THEN
784      0912 4          BEGIN
785      0913 4              dbg$gl_cishead [cis$l_repeat_count] =
786      0914 4                  .dbg$gl_cishead [cis$l_repeat_count] - 1;
787      0915 4
788      0916 4              ! If the repeat count is greater than zero, reset the cis
789      0917 4              to the beginning of the action buffer.
790      0918 4
791      0919 4              IF .dbg$gl_cishead [cis$l_repeat_count] GTR 0
792      0920 4              THEN
793      0921 5                  BEGIN
794      0922 5                      dbg$gl_cishead [cis$w_length] =
795      0923 5                          .dbg$gl_cishead [cis$w_init_length];
796      0924 5                      dbg$gl_cishead [cis$a_input_ptr] =
797      0925 5                          .dbg$gl_cishead [cis$a_init_addr];
798      0926 5                      RETURN sts$ok_success;
799      0927 4                  END;
800      0928 4
801      0929 4      END;
802      0930 4
803      0931 4      END;
804      0932 4
805      0933 4
806      0934 4      ! If the top link is a WHILE, or a REPEAT whose count has gone to zero,
807      0935 4      an IF CIS, a FOR CIS, or a SCREEN CIS, then release storage for the
808      0936 4      action buffer. Here we subtract two from the address because storage
809      0937 4      was allocated as a counted string and included the count word.
810      0938 4
811      0939 4      IF .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_WHILE OR
812      0940 4          .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_REPEAT OR
813      0941 4          .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_IF OR
814      0942 4          .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_FOR OR
815      0943 4          .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_SCREEN
816      0944 4      THEN
817      0945 2          DBG$REL_MEMORY(.DBG$GL_CISHEAD[CIS$a_INIT_ADDR] - 2);
```

```

818 0946
819 0947
820 0948
821 0949
822 0950
823 0951
824 0952
825 0953
826 0954
827 0955
828 0956
829 0957
830 0958
831 0959
832 0960
833 0961
834 0962
835 0963
836 0964
837 0965
838 0966
839 0967
840 0968
841 0969
842 0970
843 0971
844 0972
845 0973
846 0974
847 0975
848 0976
849 0977
850 0978
851 0979
852 0980
853 0981
854 0982
855 0983
856 0984
857 0985
858 0986
859 0987
860 0988
861 0989
862 0990
863 0991
864 0992
865 0993
866 0994
867 0995
868 0996
869 0997
870 0998
871 0999
872 1000
873 1001
874 1002

! If top link is a RAB, release the storage for the FAB, RAB and the
! buffer that holds the indirect command filespec.
IF .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_RAB
THEN
  BEGIN
    LOCAL
      FAB_PTR : REF $FAB_DECL, ! File access block pointer
      RAB_PTR : REF $RAB_DECL; ! Record access block pointer

    RAB_PTR = .DBG$GL_CISHEAD [ CIS$a_INPUT_PTR];
    FAB_PTR = .RAB_PTR [RAB$L_FAB];
    IF .DBG$GB_DEF_OUT [OUT_VERIFY]
    THEN
      ICF_MESSAGE(2);      ! Exiting the ICF

      ! Release the filespec buffer. Remember this is a counted
      ! string so the address and length have to be adjusted to
      ! include the count.
      DBG$REL_MEMORY (.FAB_PTR[FAB$L_FNA]-1);

      ! CLOSE and DISCONNECT
      $CLOSE (FAB=.fab_ptr);
      dbg$rel_memory (.rab_ptr);
      dbg$rel_memory (.fab_ptr);

      ! Release the space taken up by the local define list.
      IF NOT dbg$def_pr_exit (.message_vect)
      THEN
        RETURN sts$k_severe;

    END;

  IF NOT .exit_flag
  THEN
    BEGIN
      ! For a WHILE CIS, find out whether the condition is still true.
      IF .dbg$gl_cishead [cis$b_input_type] EQL cis_while
      THEN
        BEGIN
          while_flag = TRUE;
          cond = .dbg$gl_cishead [cis$v_while_flag];
          END
        ELSE
          while_flag = FALSE;
      END
    END
  END
```



```

875 1003
876 1004
877 1005
878 1006
879 1007
880 1008
881 1009
882 1010
883 1011
884 1012
885 1013
886 1014
887 1015
888 1016
889 1017
890 1018
891 1019
892 1020
893 1021
894 1022
895 1023
896 1024
897 1025
898 1026
899 1027
900 1028
901 1029
902 1030
903 1031
904 1032
905 1033

END;

! Remove the link from the command input stream
temp = .dbg$gl_cishead ;
dbg$gl_cishead = .dbg$gl_cishead [cis$a_next_link];

! Now release the storage for the link itself
dbg$rel_memory (.temp);

IF NOT .exit_flag
THEN
    ! If the cis is a WHILE, then set up the top cis for another iteration.
    IF .while_flag
    THEN
        IF .cond
        THEN
            BEGIN
                dbg$gl_cishead [cis$a_input_ptr] =
                    .dbg$gl_cishead [cis$a_while_clause];
                dbg$gl_cishead [cis$w_length] =
                    .dbg$gl_cishead [cis$w_while_length];
            END;
        RETURN sts$k_success;
    END;

```

```

.PSECT DBG$PLIT,NOWRT, SHR, PIC,0

67 6E 69 72 65 74 6E 08 00023 P.AAD: .BYTE 8
67 6E 69 74 69 78 07 00024 P.AAE: .ASCII \entering\
67 6E 69 74 69 78 07 0002C P.AAE: .BYTE 7
67 6E 69 74 69 78 07 0002D P.AAE: .ASCII \exiting\

ENTER_PHRASE= P.AAD
EXIT_PHRASE= P.AAE
.EXTRN SYS$CLOSE

.PSECT DBG$CODE,NOWRT, SHR, PIC,0

OFFC 00000
.ENTRY DBG$NCIS_REMOVE, Save R2,R3,R4,R5,R6,R7,R8,-; 0718
R9,R10,RT1
MOVAB DBG$GL_CISHEAD, R11
SUBL2 #24, SP
DECL DBG$GL_CIS_LEVELS
MOVL DBG$GL_CISHEAD, R0
CMPB 2(R0), #2
BNEQ 1$
PUSHL 12(R0)
CALLS #1, DBG$REL_MEMORY

0778
0783
0785

```


		50		6B	DO	00025	1\$:	MOVL	DBG\$GL_CISHEAD, R0		0792
		52		A0	DO	00028		MOVL	48(R0), BUFLIST		
			30	1B	13	0002C	2\$:	BEQL	3\$		0793
			04	A2	DD	0002E		PUSHL	4(BUFLIST)		0795
	00000000G	00		01	FB	00031		CALLS	#1, DBG\$REL_MEMORY		
	5A			62	DO	00038		MOVL	(BUFLIST), TEMP		0796
				52	DD	0003B		PUSHL	BUFLIST		0797
	00000000G	00		01	FB	0003D		CALLS	#1, DBG\$REL_MEMORY		
		52		5A	DO	00044		MOVL	TEMP, BUFLIST		0798
				E3	11	00047		BRB	2\$		0793
		50		6B	DO	00049	3\$:	MOVL	DBG\$GL_CISHEAD, R0		0800
			30	A0	D4	0004C		CLRL	48(R0)		
		08		02	A0	91 0004F		CMPB	2(R0), #8		0809
				22	12	00053		BNEQ	4\$		
00000000G	00		12	A0	02	EF 00055		EXTZV	#2, #1, 18(R0), DBG\$GL_SCREEN_NOGO		0812
	00000000G	00		24	A0	DO 0005F		MOVL	36(R0), DBG\$GL_SCREEN_OUTPUT		0813
	00000000G	00		28	A0	DO 00067		MOVL	40(R0), DBG\$GL_SCREEN_SOURCE		0814
	00000000G	00		2C	A0	DO 0006F		MOVL	44(R0), DBG\$GL_SCREEN_ERROR		0815
		03		04	AC	E9 00077	4\$:	BLBC	EXIT_FLAG, 5\$		0822
				0121	31	0007B		BRW	16\$		
		07		02	A0	91 0007E	5\$:	CMPB	2(R0), #7		0829
				03	13	00082		BEQL	6\$		
				00FE	31	00084		BRW	14\$		
				59	D4	00087	6\$:	CLRL	BOUNDS_MATCH		0833
		57		1C	A0	DO 00089		MOVL	28(R0), VARNAME		0837
		53		20	A0	DO 0008D		MOVL	32(R0), LOOP_INCR		0838
				08	AC	DD 00091		PUSHL	MESSAGE_VECT		0840
				04	AE	9F 00094		PUSHAB	GLOBAL_FLAG		0839
				0C	AE	9F 00097		PUSHAB	VALPTR		
				14	AE	9F 0009A		PUSHAB	KIND		
				57	DD	0009D		PUSHL	VARNAME		
	00000000G	00		05	FB	0009F		CALLS	#5, DBG\$DEF_SYM_FIND		
	2C			50	E9	000A6		BLBC	R0, 9\$		
	05			08	AE	D1 000A9		CMPL	KIND, #5		0843
				26	12	000AD		BNEQ	9\$		
		52		04	AE	DO 000AF		MOVL	VALPTR, R2		0847
54		53		20	A2	C1 000B3		ADDL3	32(R2), LOOP_INCR, VALUE		
				53	D5	000B8		TSTL	LOOP_INCR		0848
				09	15	000BA		BLEQ	7\$		
		50			6B	DO 000BC		MOVL	DBG\$GL_CISHEAD, R0		0849
	18	A0			54	D1 000BF		CMPL	VALUE, -24(R0)		
					0D	14 000C3		BGTR	8\$		
					53	D5 000C5	7\$:	TSTL	LOOP_INCR		0850
					0E	18 000C7		BGEQ	10\$		
		50			6B	DO 000C9		MOVL	DBG\$GL_CISHEAD, R0		0851
	18	A0			54	D1 000CC		CMPL	VALUE, -24(R0)		
					05	18 000D0		BGEQ	10\$		
		59			01	DO 000D2	8\$:	MOVL	#1, BOUNDS_MATCH		0853
					72	11 000D5	9\$:	BRB	13\$		
				08	AC	DD 000D7	10\$:	PUSHL	MESSAGE_VECT		0861
				10	AE	9F 000DA		PUSHAB	SYMID_LIST		
					52	DD 000DD		PUSHL	R2		
	00000000G	00			03	FB 000DF		CALLS	#3, DBG\$NGET_SYMID		
	55				50	E9 000E6		BLBC	R0, 11\$		
				08	AC	DD 000E9		PUSHL	MESSAGE_VECT		0864
				14	AE	9F 000EC		PUSHAB	NEW_VALPTR		
					52	DD 000EF		PUSHL	R2		

00000000G	00	03	FB	000F1	CALLS	#3, DBG\$NCPY_DESC	
	43	50	E9	000F8	BLBC	R0, 11\$	
		0C	AE	DD	000FB	PUSHL	SYMID_LIST
00000000G	00	01	FB	000FE	CALLS	#1, DBG\$STA_LOCK_SYMID	0867
	56	10	AE	D0	00105	MOVL	NEW VALPTR, R6
20	A6	54	D0	00109	MOVL	VALDE, 32(R6)	0868
	50	67	9A	0010D	MOVZBL	(VARNAME), R0	0870
	50	04	C6	00110	DIVL2	#4, R0	
		01	A0	9F	00113	PUSHAB	1(R0)
00000000G	00	01	FB	00116	CALLS	#1, DBG\$GET_MEMORY	
	58	50	D0	0011D	MOVL	R0, NEW_NAME	
	50	67	9A	00120	MOVZBL	(VARNAME), R0	0871
		50	D6	00123	INCL	R0	
68	67	50	28	00125	MOVC3	R0, (VARNAME), (NEW_NAME)	
		08	AC	DD	00129	PUSHL	MESSAGE_VECT
		18	AE	9F	0012C	PUSHAB	DUMMY
			7E	D4	0012F	CLRL	-(SP)
			56	DD	00131	PUSHL	R6
			05	DD	00133	PUSHL	#5
			58	DD	00135	PUSHL	NEW_NAME
00000000G	00	06	FB	00137	CALLS	#6, DBG\$DEF_SYM_ADD	
	03	50	E8	0013E	11\$: BLBS	R0, 12\$	
		00F2	31	00141	BRW	20\$	
	50	6B	D0	00144	12\$: MOVL	DBG\$GL_CISHEAD, R0	0876
		4A	11	00147	BRB	15\$	0877
	52	67	9A	00149	13\$: MOVZBL	(VARNAME), SIZE	0888
50	52	04	C7	0014C	DIVL3	#4, SIZE, R0	0889
		01	A0	9F	00150	PUSHAB	1(R0)
00000000G	00	01	FB	00153	CALLS	#1, DBG\$GET_TEMPMEM	
	57	50	D0	0015A	MOVL	R0, VARNAME	
		52	D6	0015D	INCL	R2	0890
	56	6B	D0	0015F	MOVL	DBG\$GL_CISHEAD, R6	
67	1C	52	28	00162	MOVC3	R2, 32(R6), (VARNAME)	0891
		A6	DD	00167	PUSHL	28(R6)	0897
00000000G	00	01	FB	0016A	CALLS	#1, DBG\$REL_MEMORY	
	11	59	E8	00171	BLBS	BOUNDS_MATCH, 14\$	0903
		57	DD	00174	PUSHL	VARNAME	0905
		01	DD	00176	PUSHL	#1	
		8F	DD	00178	PUSHL	#165571	
00000000G	00	03	FB	0017E	CALLS	#3, LIB\$SIGNAL	
	50	6B	D0	00185	14\$: MOVL	DBG\$GL_CISHEAD, R0	0910
	04	02	A0	91	00188	CMPB	2(R0), #4
			11	12	0018C	BNEQ	16\$
		18	A0	D7	0018E	DECL	24(R0)
			0C	15	00191	BLEQ	16\$
	60	10	A0	B0	00193	15\$: MOVW	16(R0), (R0)
04	A0	0C	A0	D0	00197	MOVL	12(R0), 4(R0)
		00DE	31	0019C	BRW	24\$	0925
	50	6B	D0	0019F	16\$: MOVL	DBG\$GL_CISHEAD, R0	0926
	51	02	A0	9A	001A2	MOVZBL	2(R0), R1
	05		51	91	001A6	CMPB	R1, #5
			14	13	001A9	BEQL	17\$
	04		51	91	001AB	CMPB	R1, #4
			0F	13	001AE	BEQL	17\$
	06		51	91	001B0	CMPB	R1, #6
			0A	13	001B3	BEQL	17\$
	07		51	91	001B5	CMPB	R1, #7
							0940
							0941
							0942

			05	13	001B8	BEQL	17\$		
		08	51	91	001BA	CMPB	R1, #8	...	0943
			0C	12	001BD	BNEQ	18\$...	
7E	0C	A0	02	C3	001BF	SUBL3	#2, 12(R0), -(SP)	...	0945
	00	00	01	FB	001C4	CALLS	#1, DBG\$REL_MEMORY	...	
	50		6B	D0	001CB	MOVL	DBG\$GL_CISHEAD, R0	...	0951
	01		A0	91	001CE	CMPB	2(R0), #1	...	
		02	66	12	001D2	BNEQ	21\$...	
	53		A0	D0	001D4	MOVL	4(R0), RAB_PTR	...	0959
	52		A3	D0	001D8	MOVL	60(RAB_PTR), FAB_PTR	...	0960
	1F	00000000G	00	E9	001DC	BLBC	DBG\$GB_DEF_OUT+2, 19\$...	0961
	50	00000000'	EF	9E	001E3	MOVAB	EXIT_PHRASE, PHRASE	...	0963
		2C	A2	DD	001EA	PUSHL	44(FAB_PTR)	...	
	7E		A2	9A	001ED	MOVZBL	52(FAB_PTR), -(SP)	...	
			50	DD	001F1	PUSHL	PHRASE	...	
			03	DD	001F3	PUSHL	#3	...	
		0002808B	8F	DD	001F5	PUSHL	#163979	...	
	00000000G	00	05	FB	001FB	CALLS	#5, DBG\$NOUT_INFO	...	
7E	2C	A2	01	C3	00202	SUBL3	#1, 44(FAB_PTR), -(SP)	...	0970
	00000000G	00	01	FB	00207	CALLS	#1, DBG\$REL_MEMORY	...	
			52	DD	0020E	PUSHL	FAB_PTR	...	0975
	00000000G	00	01	FB	00210	CALLS	#1, -SYS\$CLOSE	...	
			53	DD	00217	PUSHL	RAB_PTR	...	0977
	00000000G	00	01	FB	00219	CALLS	#1, DBG\$REL_MEMORY	...	
			52	DD	00220	PUSHL	FAB_PTR	...	0978
	00000000G	00	01	FB	00222	CALLS	#1, DBG\$REL_MEMORY	...	
		08	AC	DD	00229	PUSHL	MESSAGE_VECT	...	0982
	00000000G	00	01	FB	0022C	CALLS	#1, DBG\$DEF_PR_EXIT	...	
		04	50	E8	00233	BLBS	R0, 21\$...	
		50	04	D0	00236	MOVL	#4, R0	...	0984
				04	00239	RET		...	
		16	AC	E8	0023A	BLBS	EXIT_FLAG, 23\$...	0988
		50	6B	D0	0023E	MOVL	DBG\$GL_CISHEAD, R0	...	0995
		05	A0	91	00241	CMPB	2(R0), #5	...	
			0B	12	00245	BNEQ	22\$...	
		52	01	D0	00247	MOVL	#1, WHILE_FLAG	...	0998
53	12	A0	01	EF	0024A	EXTZV	#1, #1, 18(R0), COND	...	0999
			02	11	00250	BRB	23\$...	0995
			52	D4	00252	CLRL	WHILE_FLAG	...	1002
		50	6B	D0	00254	MOVL	DBG\$GL_CISHEAD, R0	...	1009
		5A	50	D0	00257	MOVL	R0, TEMP	...	
		6B	A0	D0	0025A	MOVL	8(R0), DBG\$GL_CISHEAD	...	1010
			5A	DD	0025E	PUSHL	TEMP	...	1014
	00000000G	00	01	FB	00260	CALLS	#1, DBG\$REL_MEMORY	...	
		12	AC	E8	00267	BLBS	EXIT_FLAG, 24\$...	1016
		0F	52	E9	0026B	BLBC	WHILE_FLAG, 24\$...	1020
		0C	53	E9	0026E	BLBC	COND, 24\$...	1022
		50	6B	D0	00271	MOVL	DBG\$GL_CISHEAD, R0	...	1025
	04	A0	A0	D0	00274	MOVL	20(R0), 4(R0)	...	1026
		60	A0	B0	00279	MOVW	52(R0), (R0)	...	1028
		50	01	D0	0027D	MOVL	#1, R0	...	1031
			04	00280	RET			...	1033

; Routine Size: 641 bytes, Routine Base: DBG\$CODE + 031E


```

: 907 1034 1 GLOBAL ROUTINE DBG$NGET_ADDRESS (ADDR_EXP_DESC, ADDRESS, TYPE, PROLOG_FLAG, MESSAGE_VECT) =
: 908 1035 1
: 909 1036 1 ++
: 910 1037 1 FUNCTIONAL DESCRIPTION:
: 911 1038 1
: 912 1039 1 This routine is called with a descriptor, as returned
: 913 1040 1 by the Address Expression Interpreter, to obtain the address bound to the
: 914 1041 1 entity described by the descriptor.
: 915 1042 1
: 916 1043 1 FORMAL PARAMETERS:
: 917 1044 1
: 918 1045 1 ADDR_EXP_DESC - A longword containing the address of either a
: 919 1046 1 value or primary descriptor
: 920 1047 1
: 921 1048 1 ADDRESS - The address of a quadword to contain the resulting
: 922 1049 1 byte address and bit offset
: 923 1050 1
: 924 1051 1 TYPE - The address of a longword to contain the type of the address
: 925 1052 1 (No longer used).
: 926 1053 1
: 927 1054 1 PROLOG_FLAG - A flag set to true to indicate this routine is
: 928 1055 1 called from SET BREAK/TRACE, SHOW BREAK/TRACE, where
: 929 1056 1 routine break address is taken from the primary
: 930 1057 1 routine/entry rst entry.
: 931 1058 1
: 932 1059 1 MESSAGE_VECT - The address of a longword to contain the address of a
: 933 1060 1 message argument vector upon detection of errors
: 934 1061 1
: 935 1062 1 IMPLICIT INPUTS:
: 936 1063 1
: 937 1064 1 NONE
: 938 1065 1
: 939 1066 1 IMPLICIT OUTPUTS:
: 940 1067 1
: 941 1068 1 On error, a message argument vector is constructed and returned.
: 942 1069 1
: 943 1070 1 ROUTINE VALUE:
: 944 1071 1
: 945 1072 1 An unsigned integer longword completion code
: 946 1073 1
: 947 1074 1 COMPLETION CODES:
: 948 1075 1
: 949 1076 1 STS$K_SUCCESS (1) - Success. Address and type returned.
: 950 1077 1
: 951 1078 1 STS$K_SEVERE (4) - Failure. No type and/or address obtained.
: 952 1079 1 Message argument vector returned.
: 953 1080 1
: 954 1081 1 SIDE EFFECTS:
: 955 1082 1
: 956 1083 1 NONE
: 957 1084 1
: 958 1085 1 --
: 959 1086 2 BEGIN
: 960 1087 2 MAP
: 961 1088 2 ADDRESS: REF VECTOR[.LONG],
: 962 1089 2 ADDR_EXP_DESC: REF DBG$VALDESC; ! Points to a new style Descriptor.
: 963 1090 2
```



```

: 964      1091 2
: 965      1092
: 966      1093
: 967      1094
: 968      1095
: 969      1096
: 970      1097
: 971      1098
: 972      1099
: 973      1100
: 974      1101
: 975      1102
: 976      1103
: 977      1104
: 978      1105
: 979      1106
: 980      1107
: 981      1108
: 982      1109
: 983      1110
: 984      1111
: 985      1112
: 986      1113
: 987      1114
: 988      1115
: 989      1116
: 990      1117
: 991      1118
: 992      1119
: 993      1120
: 994      1121
: 995      1122
: 996      1123
: 997      1124
: 998      1125
: 999      1126
1000      1127
1001      1128
1002      1129
1003      1130
1004      1131
1005      1132
1006      1133
1007      1134
1008      1135
1009      1136
1010      1137
1011      1138
1012      1139
1013      1140
1014      1141
1015      1142
1016      1143
1017      1144
1018      1145
1019      1146
: 1020     1147 2

LOCAL
    VMS_DESC: REF DBG$STG_DESC,
    RSTPTR: REF RST$ENTRY;

! If the flag is set, take the break address from Routine/Entry RST
! in Primary. (The only way this flag can be set is in DBGEVENT.)
IF .PROLOG_FLAG
THEN
    BEGIN
        RSTPTR = .ADDR_EXP_DESC[DBG$D_HDR_SYMID0];
        ADDRESS[0] = .RSTPTR[RST$L_BREAKADDR];
        ADDRESS[1] = 0;
        RETURN sts$k_success;
    END;

! Check whether we are looking at a Primary Descriptor.
IF .ADDR_EXP_DESC [DBG$B_D_HDR_TYPE] EQL DBG$K_PRIMARY_DESC
THEN
    BEGIN
        ! Allocate temporary memory for the VMS descriptor.
        VMS_DESC = DBG$GET_TEMPMEM (3);

        ! Call the routine that fills in the VMS descriptor.
        DBG$MAKE_VMS_DESC (.ADDR_EXP_DESC, .VMS_DESC);
    END

! Check for Volatile Value Descriptor.
ELSE
    IF .ADDR_EXP_DESC [DBG$B_D_HDR_TYPE] EQL DBG$K_V_VALUE_DESC
    THEN
        VMS_DESC = ADDR_EXP_DESC [DBG$A_VALUE_VMSDESC]

        ! Any other kind of descriptor is an error.
    ELSE
        $DBG_ERROR ('DBGNEXCTE\DBG$NGET_ADDRESS unexpected descriptor type');

! Fill in the output parameter to point to the
! (byte address, bit offset) quadword in the VMS descriptor.
ADDRESS[0] = .VMS_DESC[DSC$A_POINTER];
IF .VMS_DESC[DSC$B_CLASS] NEQ DSC$K_CLASS_UBS
THEN
    ADDRESS[1] = 0
ELSE
    ADDRESS[1] = .VMS_DESC[DSC$L_POS];

RETURN sts$k_success;
```



```
; 1022      1149   1 END                                !End of module  
; 1023      1150   0 ELUDOM
```


.EXTRN LIB\$SIGNAL

PSECT SUMMARY

Name	Bytes	Attributes
DBG\$PLIT	106	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)
DBG\$CODE	1570	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)

Library Statistics

File	Total	Symbols Loaded	Percent	Pages Mapped	Processing Time
-\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	23	0	1000	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]STRUCDEF.L32;1	32	0	0	7	00:00.1
-\$255\$DUA28:[DEBUG.OBJ]DBGLIB.L32;1	1545	167	10	97	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]DSTRECRDS.L32;1	418	0	0	31	00:00.4
-\$255\$DUA28:[DEBUG.OBJ]DBGMSG.L32;1	386	4	1	22	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGGEN.L32;1	150	2	1	12	00:00.3

COMMAND QUALIFIERS

```

;
; BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS$:DBGNEXCTE/OBJ=OBJ$:DBGNEXCTE MSRC$:DBGNEXCTE/UPDATE=(ENH$:DBGNEXCTE)
; Size: 1570 code + 106 data bytes
; Run Time: 00:32.2
; Elapsed Time: 01:41.7
; Lines/CPU Min: 2146
; Lexemes/CPU-Min: 12100
; Memory Used: 261 pages
; Compilation Complete

```


0087 AH-BT13A-SE
VAX/VMS V4.0

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DBGNMSG
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DBGNHELP
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